



Set Name		Hit Count	Set Name result set
side by side result set $DB = USPT, PGPB, JPAB, EPAB, DWPI, TDBD; PLUR = YES; OP = ADJ$			
<u>L25</u>	(((omit\$ or skip\$ or exclud\$ or remov\$) near9 concave edge) same data structure)	0	<u>L25</u>
<u>L24</u>	(((omit\$ or skip\$ or exclud\$ or remov\$) near9 silhouette edge) same data structure)	1	<u>L24</u>
<u>L23</u>	6115050.pn. and (omit\$ or skip\$ or exclud\$)	0	<u>L23</u>
<u>L22</u>	L20 and concave	2	<u>L22</u>
<u>L21</u>	L20 and silhouette	2	<u>L21</u>
<u>L20</u>	(((cancel\$ or remov\$ or overpas\$) near9 edge) same data structure)	20	<u>L20</u>
<u>L19</u>	L16 and silhouette	2	<u>L19</u>
<u>L18</u>	L16 and concave	1	<u>L18</u>
<u>L17</u>	L16 and concave near9 edge	1	<u>L17</u>
<u>L16</u>	(((omit\$ or ignor\$ or delet\$) near9 edge) same data structure)	28	<u>L16</u>
<u>L15</u>	L14 and ((omit\$ or ignor\$ or delet\$) near9 edge)	1	<u>L15</u>
<u>L14</u>	L13 or l13	4	<u>L14</u>
<u>L13</u>	L6 and ((find\$ or locat\$) near9 edge)	4	<u>L13</u>
<u>L12</u>	L6 and ((find\$ or locat\$) near9 silhouette)	3	<u>L12</u>
<u>L11</u>	L6 (((omit\$ or ignor\$ or delet\$) near9 edge) same data structure)	0	<u>L11</u>
<u>L10</u>	L6 ((omit\$ or ignor\$ or delet\$) near9 edge)	0	<u>L10</u>
<u>L9</u>	L6 ((identif\$ or determin\$) near9 edge)	0	<u>L9</u>
<u>L8</u>	L6 ((find\$ or locat\$) near9 edge)	0	<u>L8</u>
<u>L7</u>	L6 ((find\$ or locat\$) near9 silhouette)	0	<u>L7</u>
<u>L6</u>	((data structure or object model or surface model) near12 ((prior or before) near3 render\$))	14	<u>L6</u>
<u>L5</u>	L2 and silhouette edge	5	<u>L5</u>
<u>L4</u>	L2 and ((identif\$ or locat\$) near14 silhouette edge)	1	<u>L4</u>
<u>L3</u>	L2 and ((find\$ or determin\$) near14 silhouette edge)	1	<u>L3</u>
<u>L2</u>	((polygon near9 mesh) same data structure)	43	<u>L2</u>
<u>L1</u>	((polygon near9 mesh) same data struccture)	0	<u>L1</u>

END OF SEARCH HISTORY